

VISIT...

LANZAROTE
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Tutor Teaching Tips

Repeated Reading • Q-6

MATERIALS

Reading
 Passage:
 Part 1 (2 copies)

Timing device;
 Graph

Reading
 Passage:
 Part 2 (2 copies)

Game cards;
 Game board;
 Markers

Introducing the Passage 5 minutes

Read part 1 of the passage *Chinzaemon the Silent* to provide a model of fluent reading. Read with expression at a normal reading pace, taking about one minute to read the passage.

Give the child a copy of the passage and have him/her read it with you. If he/she has difficulty, slow the pace or read small chunks (one or two sentences), and then have the child read each chunk with you until you have read the entire passage. Read the entire passage with the child one or two more times.

Building Fluency 5–10 minutes

Have the child read the passage out loud while you time him/her for one minute. As the child reads, place a check mark on your copy of the passage over each word that he/she misreads. If the child pauses for three seconds, tell him/her the word and mark it as an error. Do not correct errors during the reading. After one minute, tell the child to stop. Circle the last word the child read. Help the child plot the number of words read on the graph. The goal is 110 words per minute with at least 90% accuracy.

Discuss errors once the child has completed the reading. Discuss word-attack strategies such as sounding out parts of words, looking for smaller words or recognizable chunks within larger words, and thinking about how the meanings of words relate to other parts of the text.

Do not exceed more than four independent readings of a passage in a single session. If the child has too much difficulty, drop to a lower level for the next session.

Checking for Understanding 5 minutes

Ask the child to retell the passage. Look for detail in his/her retelling. Give the child time to respond independently. If needed, prompt with the following sample questions:

Why was the armorer called Chinzaemon the Silent? (His swords were silent when drawn.)

What did few people know about Chinzaemon? (that he was funny and loved jokes)

Who did Chinzaemon play a prank on? (the palace guards)

If time permits, repeat the steps above using part 2 of the passage, *Chinzaemon the Silent*.

Optional Activity 5–10 minutes

PLAYING A WORD GAME: Shuffle the game cards and stack them number-side down. Have the child draw a card, read the word, and tell you whether the word is a noun, verb, or adjective. Have the child check the answer on the back of the card. If correct, he/she can move on the game board the number of spaces indicated on the card. Have the child place the card at the bottom of the stack. It is now your turn. Repeat the game as time permits.

Part 1

Many years ago, there lived an armorer named Chinzaemon. 9
His swords were the finest in the land, and they were perfectly 21
silent when drawn from their scabbards. For this reason, the 31
armorer was called Chinzaemon the Silent. Even the prince hired 41
Chinzaemon to make swords for his soldiers and guards. 50

Chinzaemon himself was also very quiet. Few people knew that 60
he was clever and funny, and loved to play practical jokes. 71

One night, Chinzaemon decided to play a prank on some of the 83
prince's palace guards. He knew that the guards sometimes fell 93
asleep at their posts, and Chinzaemon thought it would be funny 104
if they were caught. Chinzaemon waited until late at night when 115
the guards were asleep. He carefully put glue on the bottom of 127
the guards' sandals. 130



Part 2

Chinzaemon rang the palace alarm bell. All of the guards rushed 11
 to the gate to defend the palace—all except the guards who had 24
 been asleep. Their sandals were glued into place, and they could 35
 not get them off in time to respond to the warning bell. 47

When the prince came out to see what was happening, the 58
 guards were still glued in their places. Chinzaemon was afraid 68
 that the prince would be angry. He had not meant to wake him 81
 up. But when someone told the prince about the prank, the prince 93
 laughed and laughed. 96

After the prince stopped laughing, he fired the guards who had 107
 been sleeping. The next morning, the prince summoned 115
 Chinzaemon. 116

"You may have saved my life," said the prince. "Those guards 127
 were worthless, and I feel safer now. In return, I will grant you 140
 anything you wish." 143

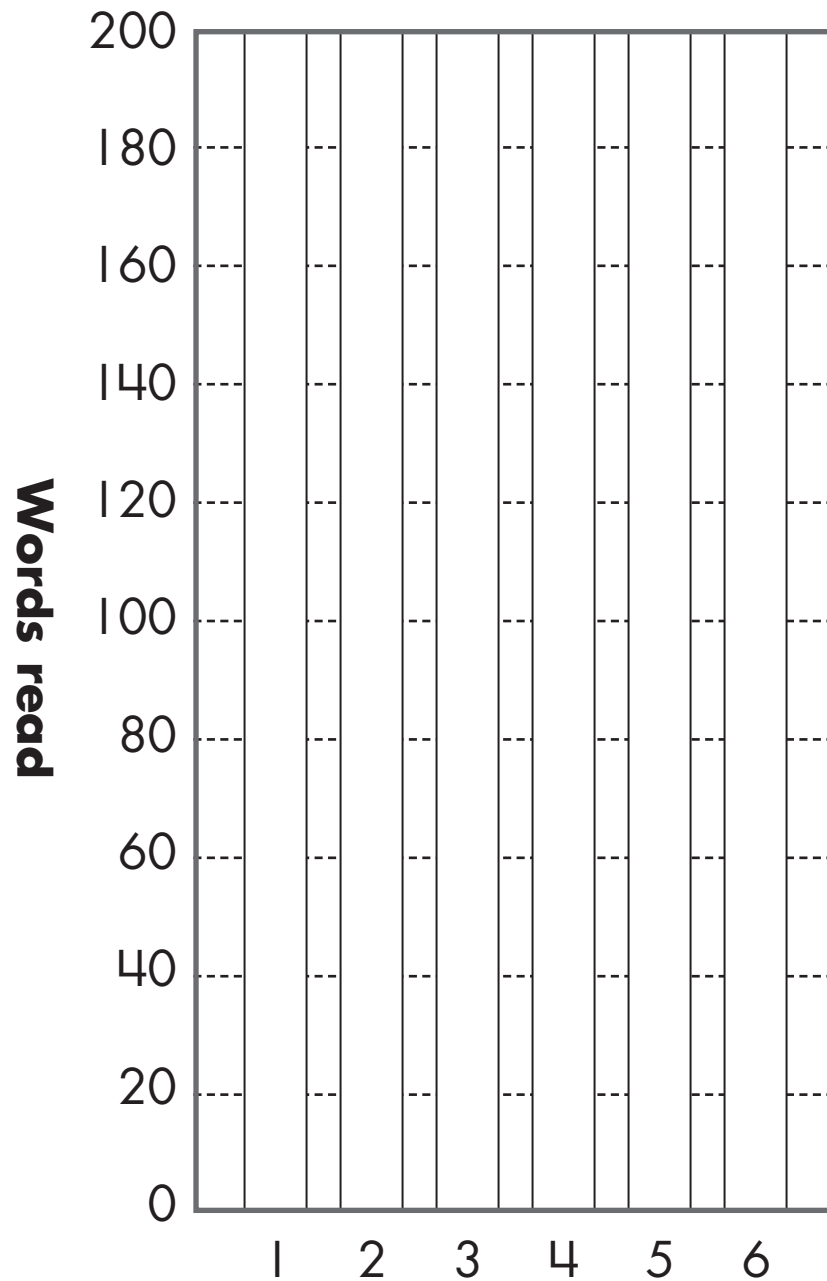


Fluency

Repeated Reading Bar Graph

Lesson Q-6

Name _____ Date _____



Number of errors: _____
 1 2 3 4 5 6

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Fluency

 Game Cards (FRONT)

Lesson Q-6

quiet

silent

clever

practical

armorers

scabbard

soldiers

sword

lived

waited

called

played

decided

prank

late

asleep

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Fluency

 Game Cards (BACK)

Lesson Q-6

adjective

3

adjective

2

adjective

2

adjective

4

noun

4

noun

4

noun

3

noun

2

verb

2

verb

3

verb

3

verb

3

adjective

4

adjective

3

noun

2

verb

2

